

DNLL AAA Season Playing Rules

Manager/Coaches:

1. Only 1 Manager and 3 Assistants shall be allowed during the game. Any combination of adults and / or players may base coach. Players must wear a helmet while coaching the bases.
2. Coaches are responsible for the behavior of players, parents, supporters, and fans. Inappropriate behavior by coaches, players, parents, or fans is unacceptable and may result in team disqualification or other sanctions, without warning.
3. In all cases Little League Playing Rules will be followed except for what is outlined below.

General:

1. Managers are expected to play all players. There are no positional requirements. However, the goal for AAA is instructional and skill development. Accordingly, Managers are strongly encouraged to rotate player positions. No player should sit on the bench for more than two innings in a game.
2. Home team will provide game balls (4 per game).
3. The home team will be decided by the schedule/location.
4. Following the game, both teams are responsible for cleaning up all trash in their dugouts and storing any league equipment, such as the staked in mound.
5. A team may start and play a game with 8 players.
6. Time Limit – No new (full) inning may be started after 90 minutes of play from the first pitch. If the game is not tied, the winner will be determined by the score at the end of the last inning played.
7. During rain delays, the clock will be stopped.
8. Managers are reminded that after the 3rd out is made in an inning, each team should quickly prepare for the start of the next half inning. Please help move the game along.
9. Games halted for inclement weather shall be resumed from that exact point unless they are considered “official” by Little League Rules and therefore completed.
10. Unless indicated below, the Little League Rule Book shall govern.

Pitching:

1. Distance:
AAA: 46 feet (regardless of age)
2. There are no intentional walks.

3. Pitch Counts

Ages 6-8: 50 per day
Ages 9-10: 75 per day
Ages 11-12: 85 per day

4. Rest Requirement

66 pitches or more: 4 calendar days rest
51-65 pitches: 3 calendar days rest
36-50 pitches: 2 calendar days rest
21-35 pitches: 1 calendar day rest
1-20 pitches: no days rest

5. Any player who has played the position of catcher in 4 or more innings in a game is not eligible to pitch on that calendar day.

6. A player who played the position of catcher for 3 innings or less, moves to the pitchers position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20 pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half inning or the game: or (4) the pitcher is removed from the mound prior to the batter completing their at-bat.

Batting:

1. Batting is continuous.
2. Once a batter has "squared up" in a bunting stance, he may not pull back and take a full swing. If this occurs, the ball is "dead" and the batter will be called out, regardless of contact. No runners may advance.
3. Intentional throwing of bats or helmets shall be grounds for removal from the game.
4. The umpire will issue 1 warning per-team for an unintentional throwing of the bat (after an at bat). After 1 warning has been issued, the next violation will result in an "out" for the batter, but the results of the play will stand for other base runners.
5. Bunting is allowed in AAA.

Base-running:

1. A team total of 3 successful "steals" will be allowed each inning. Ex. if a runner is on 1st and 2nd base and both steal that is considered 2 steals. Only 1 "steal" of home per inning may occur. If, after 3 successful team steals, any runner successfully "steals," "Time" will be called, and the runner will be returned without penalty. If caught stealing he is "out".
2. Runners can advance on a passed ball by the catcher, but that counts as a steal.

3. Runner(s) stealing may not advance on ANY overthrow by the catcher to any base or back to the pitcher. If any runners do advance safely on an overthrow, "Time" will be called, and the runner will be returned to their previous base.
4. A maximum of 5 runs per inning is allowed except in the sixth inning, when a team behind by more than 5 runs will be allowed to score more than 5 runs to tie. If a team has runners in scoring position and a hit produces the 5-run limit, play will continue until the runner is either out or stops at a base, however, ONLY 5 runs will count towards the score.
5. Play ceases when the ball reaches the mound and is under control of the pitcher. A runner will be returned to or allowed to advance to the nearest base. The intent is to allow the runner to gain a reasonable base on the play while preventing the runner from "baiting" the defense into making a wild throw.
6. There is NO infield fly rule at this level.
7. The Dropped Third Strike rule is NOT in effect at this level.

Fielding

1. Free Substitution is allowed.
2. Ties/Extra Innings: There will be one extra inning played in the event of a regulation tie (if time limits have not been reached).
3. If a game is tied when the time limit is reached, the game will end in a tie (regular season). During playoffs the game should continue until there is a winner.

Playoffs

All Majors, AAA, and AA division teams will participate in a playoff at the conclusion of the regular season. Playoffs will begin at the conclusion of the season with available play dates. Playoff structure will be determined by the number of teams in each division.